

Rounders Knowledge Organiser

Rules

- The bowler bowls the ball underarm to the batter who hits the ball anywhere on the rounders pitch.
- The batter then runs around the outside of as many posts as possible before the fielders return the ball to the post the batter is running to or the bowler.
- The same nine players must complete the innings, unless an injury occurs. No player should spend a second innings off until all players have spent at least one innings off.
- The order of the batting team should remain consistent for the duration of each innings, apart from when a batter is out.
- Batters are out if caught or stumped at the base they are running to. They are also out if they step out of the front and/or back line before hitting the ball or the ball passing them.
- If the batter hits a good ball backwards, the batter must wait at first post until the ball is returned past the forward area.
- If the batter fails to hit a good ball, they must run on and may score $\frac{1}{2}$ a rounder if 4th post is reached.
- It should be noted that a batter hitting or running on a 'no ball' can score in the usual way. They cannot be caught out from the ball or stumped out at first base. If the last batter takes a 'no ball' and scores a rounder the team receives an additional good ball. If they are the 'only batter' remaining in, they have the option of 3 good balls. They shall forfeit the right of any remaining balls if they are caught, within reach of, made contact with, or passed 1st post.
- A no-ball is determined by the umpire as being below the knee, above the head, wide or at the body.
- Batters are not allowed to run to the next base when the bowler has the ball inside the bowling square, if they do so they will be out.
- You can run even if the next post has been stumped, although you will not score for this.
- Only one batter is allowed at a base at any one time. Should a second batter arrive at a base, the first batter must run to the next base unless the bowler has the ball in which case the first batter is out.

Skills

Bowling/under arm throw – Throwing a ball over a short distance. Stand facing the batter, swing your arm back and step forward with the opposite foot as you swing the arm forward and release the ball.

Overarm throw – Throwing a ball over a long distance. Stand side on, bring your throwing arm back (elbow bent at 90 degrees), transfer weight from back to front foot and rotate hips forward as you bring the arm through and release.

Long barrier – A way for a fielder to stop the ball. Move towards the ball, crouch down so that your heel touches your knee and the trunk of the body is facing forward. Retrieve the ball using your hands.

Batting – To hit the ball. Stand side on the batting box, batting arm behind you and bent at 90 degrees. Face the bowler and watch the ball. Swing your arm through and forward to strike the ball, rotating your hips forward and transferring your weight from the back to front foot.

Tactics/Physical Needs

Formations are used to put players in positions and try to cover different areas of the pitch. Most commonly these are split into deep fielders and those on posts;

1st, 2nd, 3rd, 4th post

1st, 2nd & 3rd deep

Backstop & Bowler.

Styles of play are used to make the most of your strengths and opponents weaknesses. For example, tactics such as throwing from backstop to first post after a good ball has been bowled and missed by the batter, is a way to get the batter out straight away and stop them from scoring.

Another example would be for the bowler to cover 3rd post so that an extra deep fielder can be used.

When batting, a tactic could be to put your stronger batters in first so as they would be likely to get more batting time/good balls bowled.